



TIGER ELECTRONICS INC.®

Model 65-122
Ages 7 & up

DEFENDER®

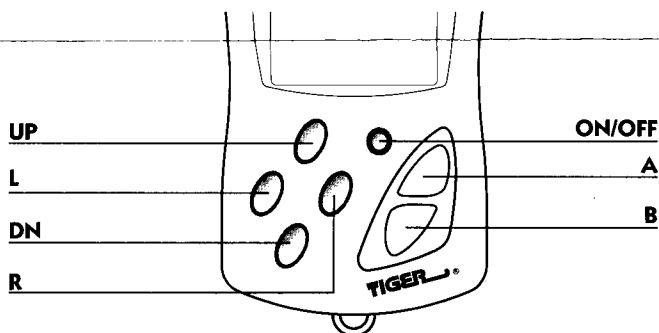
INSTRUCTION

651220001IWTIE-02

THE ARCADE CLASSIC IN A KEYCHAIN!

How well can you defend the humanoid people at the bottom of the mountains? How well can you blow up enemy ships? How well can you fly? Will you be a successful bomber? Can you maneuver into hyperspace? The world has been infiltrated by alien landers who wish to snatch away the humanoid population and destroy it. How well can you defend the world in this, the world's most darkest hour? All the answers that were previously locked in this classic arcade game are now yours — within your keychain!

KEY TO GAME



- ON/OFF** — to turn your DEFENDER keychain game on.
— to turn it off.
- UP** — to move your ship up (during the game).
— to turn on the sound (during pause between stages).
- DN** — to move your ship down (during the game).
— to turn off the sound (during the pause between stages).
- L** — to move your ship to the left.
- R** — to move your ship to the right.
- A** — to start the game and each stage.
— to fire your laser cannon.
— to enter hyperspace (if A and B buttons are pressed together).
- B** — to use your smart bomb.
— to enter hyperspace (if A and B buttons are pressed together).
- RESET** — to reset the unit if your game malfunctions.
(RESET button is on the back of the game unit)

OBJECT OF THE GAME

It's a 1 player game against the computer. The object of the game is to destroy all the enemies while protecting all the humanoid people at the bottom of the mountains! The enemy ships will try to pick up the humanoid people and take them to the top of the screen. If this happens, the humanoid will be destroyed.

If an enemy ship is starting to pick up a humanoid to take to the top of the screen, **YOU MUST SHOOT THE ENEMY SHIP** in order for the humanoid to automatically land safely back on earth.

At the end of the level, the computer will count up how many humanoids you have saved. Each level will have more enemies for you to shoot down. The game play also speeds up as you advance from level to level.

There are 9 stage levels of play. You begin with 3 ships. You lose a ship when attacked by enemy fire. Lose all 3 ships and it's **GAME OVER**.

You **WIN** the game if you complete all 9 stages — scoring as many points as you can!

So prepare to begin your mission — the fate of the human race is in your hands!

HOW TO PLAY

Press the **ON/OFF** button to turn on the game. You'll hear a **"BEEP!"** and the highest score attained will be displayed. Then press the **"A"** button to begin the game! You are about to enter the high flying world of the greatest fighter pilots the world has ever known!

You start the game with **THREE SHIPS** and **THREE SMART BOMBS**. There is **RADAR** at the top of the screen, which will show how many enemies you have left. Your **SCORE** is also displayed at the top of the screen.

Your ship comes equipped with a **STANDARD LASER SHOT**, the limited number of **SMART BOMBS** (which when used will destroy everything on the screen at once) and the ability to jump to **HYPERSPACE**. Hyperspace is used as a last resort to avoid being hit from enemy fire. Your ship will disappear for a brief second and then reappear at a different location!

Like all great fighter pilots, you are equipped with an instrument panel:

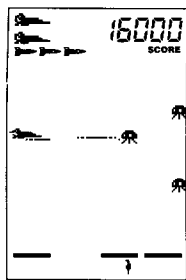
- Press **LEFT** to move your ship left.
- Press **RIGHT** to move your ship right.
- Press **UP** to move your ship up.
- Press **DOWN** to move your ship down.
- Press **"A"** to fire your laser cannon.
- Press **"B"** to use your smart bomb.
- Press **"A"** and **"B"** together to enter hyperspace!

If enemy ships succeed in picking up humanoids, they will try to carry the humanoids to the top of the screen. Don't let them! If they succeed, the humanoids will be destroyed!

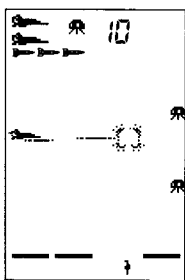
So when you see an enemy ship trying to take a humanoid to the top of the screen, you must shoot the enemy ship quickly! (Then the falling humanoid will automatically land back on the ground.)

Each subsequent level makes your enemies **STRONGER** and the speed of the game **FASTER**, which makes your challenge of survival more and more difficult!

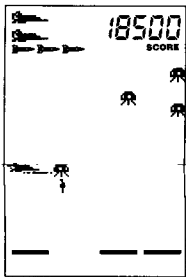
You lose your ships when attacked by alien fire. Remember that if you lose all your ships, it's **GAME OVER**. To **WIN** the game and fulfill your mission of saving the humanoids, you must complete all 9 stages of play, scoring as many points as you can by blasting down enemy ships! The human race must be saved — and you're just the pilot to do it!



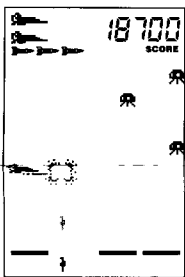
PILOTS, ASSUME YOUR POSITION IN THE COCKPIT. YOU ARE ARMED AND DANGEROUS. YOU BEGIN YOUR MISSION WITH THREE FIGHTERS AND THREE BOMBS TO ASSIST YOU IN YOUR MISSION.



TARGET HIT!
LANDER DESTROYED.



MAY DAY, PILOT! ENEMY LANDER HAS CAPTURED HUMANOID! SEEK OUT AND DESTROY LANDER IMMEDIATELY BEFORE LANDER CARRIES HUMANOID TO ITS DEATH!



AH, THE SWEET SMELL OF BURNING ALIEN! YOU DESTROYED THE LANDER IN TIME. SO THE HUMANOID AUTOMATICALLY LANDS SAFELY BACK ON EARTH!

SCORING

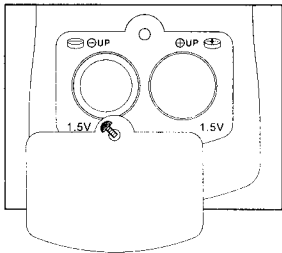
You score 100 POINTS for each LANDER you destroy. You get an extra ship for every 5,000 points your score.

INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (Remove the screw holding the battery door onto the back of the game unit and remove the door.) Insert 2xG13A OR LR44 batteries or equivalent, making sure to align "+" and "-" as shown.

TO ENSURE PROPER FUNCTION :

- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.



CAUTION/DEFECT OR DAMAGE

CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

DEFEAT OR DAMAGE

If a part of your DEFENDER KEYCHAIN is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Electronic Toys, Repair Center
980 Woodlands Parkway, Vernon Hills,
Illinois 60061, U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.



90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S. \$6.00. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

For more information about Tiger Electronics, our products and special promotions, please visit our Web Site at: www.tigertoys.com

Defender © 1980, Joust © 1982 Midway games Inc. All rights reserved. DEFENDER and JOUST are registered trademarks of Midway Games Inc. Used under license by Tiger Electronics Inc.

TIGER ELECTRONICS INC.

®, TM, & © 1998 Tiger Electronics, Inc. All rights reserved.
980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

®, TM, & © 1998 Tiger Electronics (UK) LLC.
All rights reserved.
Belvedere House, Victoria Avenue,
Harrogate, North Yorkshire HG1 1EL, England.
www.tigertoys.com

PRINTED IN CHINA
96C97102TIG2